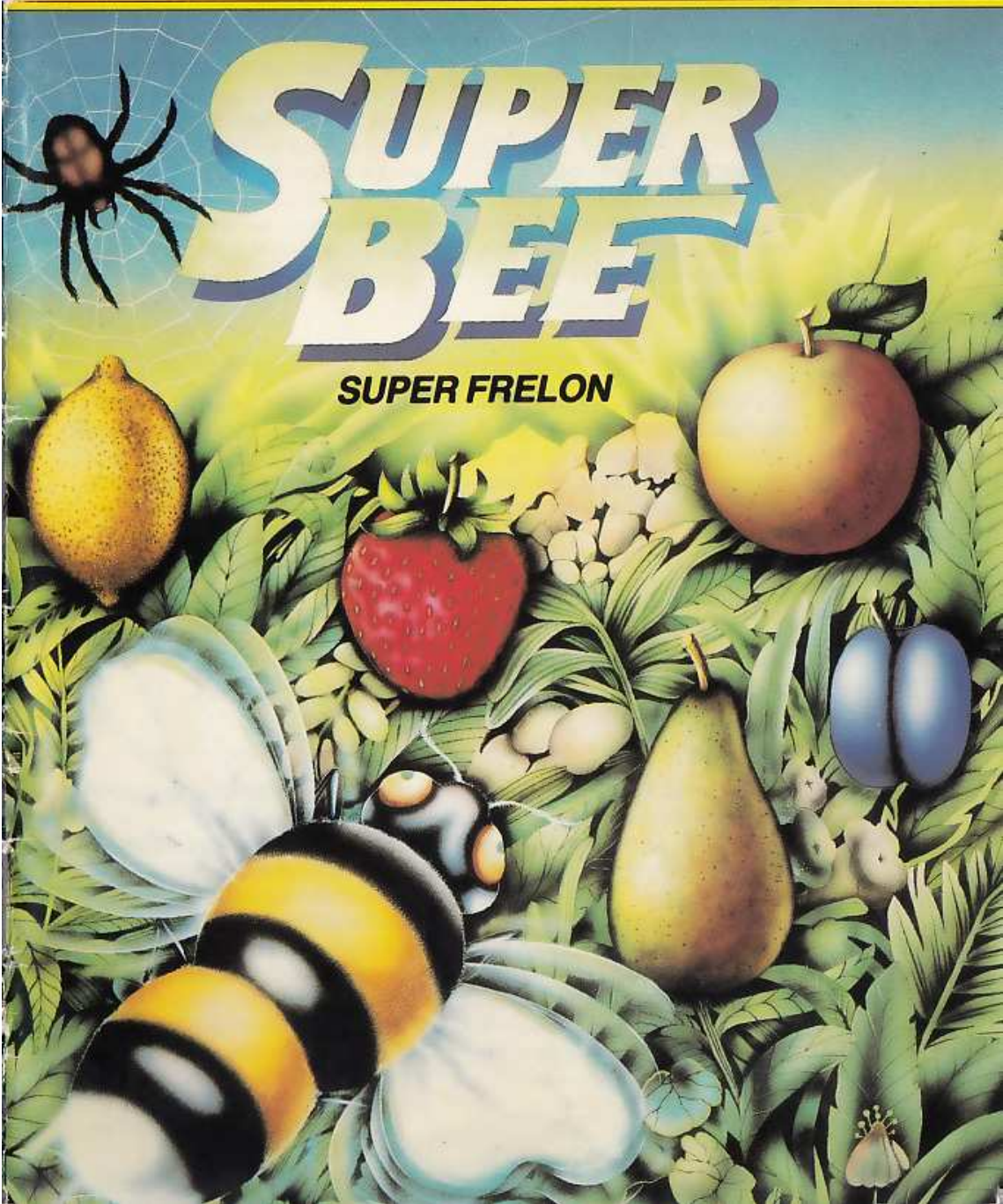
PHILIPS VIDEOPAC



ENGLISH

This Videopac game cartridge is one of a wide range for use with the Videopac, Videopac+ or Jopac game computers.

Make sure that the game computer has been set up properly and carefully. Read these instructions for use before start playing.
You will find all the information you need in this booklet.

Great care has been taken with the programming and testing of all Videopac cartridges. There are literally millions of game situations however and there's a slight chance that you may run into one where the game stalls. In such cases there's only one thing you can do: press ⏏ and start the game again right from the beginning.

DEUTSCH

Diese Videopac-Cassette ist Bestandteil des reichhaltigen Cassettensortiments für die Videopac-, Videopac+ - bzw. Jopac-Videospielcomputer.

Achten Sie auf sorgfältige und richtige Einstellung des Spielcomputers. Lesen Sie diese Anleitung, bevor Sie mit dem Spiel beginnen. Sie finden darin alle benötigten Informationen.

Alle Videopac-Cassetten wurden mit grösster Sorgfalt programmiert und getestet. Trotzdem kann unter den Millionen der möglichen Spielsituationen einmal der seltene Fall eintreten, dass das Spiel blockiert wird. In solchen Fällen hilft nur eins: Taste ⏏ drücken und Spiel von Beginn an wiederholen.

FRANÇAIS

Cette cartouche de jeu Videopac fait partie d'une vaste gamme destinée aux ordinateurs de jeu Videopac, Videopac+ ou Jopac.

Veillez à ce que l'ordinateur de jeu soit installé correctement et soigneusement. Lisez ce mode d'emploi avant de commencer le jeu. Vous trouverez toutes les informations requises dans ce livret.

La programmation et le test de toutes les cartouches Videopac ont fait l'objet d'une grande attention. Toutefois, il existe pratiquement des millions de situation de jeu et il subsiste un risque minime d'en rencontrer une où le jeu se bloque.
Si le cas se produit, vous n'avez qu'une seule chose à faire: frapper ⏏ et recommencer le jeu depuis le début.

ENGLISH

The encircled figures in the text refer to the illustrations you will find on the fold-out flap of the rear cover of this booklet.

When using a Videopac game computer with built-in black and white monitor, you should set the contrast control at position 5/6

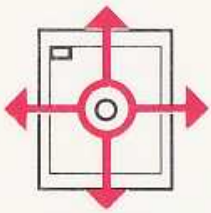
SUPER BEE

(1 or more players)

First press [△] (RESET)
Next press [1]

1 Super Bee has entered the magic garden. It's still empty, but soon there will be an abundance of delicious fruit. They keep popping up, left, right and everywhere. Every time Super Bee eats one, a new fruit appears. It almost looks like a true paradise for Super Bee.

It's dangerous however, and his life is in **your** hands! First of all you have to see to it that he does not bump into the fences surrounding the magic garden. You can steer him with the joystick of the right hand control.



Super Bee will only fly in a horizontal or vertical direction. If you release the joystick or when you move the joystick diagonally, he will keep flying in the same direction he was before. Until he crashes! You have quite a responsibility!

Eating fruit and scoring points

The object of the game is to have Super Bee eat as much fruit as he possibly can without crashing. Every time he eats a fruit you score points. How many depends entirely on the fruit.

(yellow)	A lemon, 5 points
(red)	An apple, 10 points
(green)	A pear, 15 points
(grey)	A plum, 20 points
(red)	A strawberry, 25 points

To make him eat the fruit, you should make him pass over it in such a way that his eye passes right over the centre of the fruit!

2 The computer will keep a running record of your score during the game.

Extra handicaps

3 Every time Super Bee eats one of the fruits, it is immediately replaced by a magic barrier! You have to be very careful, because when Super Bee bumps into one of the barriers or fences, he crashes. He, quite obviously, needs your guidance. If you let him go by himself, he will crash almost immediately!

There's another handicap: as the game progresses, Super Bee, in his enthusiasm, will start to fly faster, making it more difficult to control his movements. The first acceleration takes place after about 45 seconds.

Bonus rounds
If Super Bee manages to eat enough fruit to gather 105 points, he has survived his first round. The next round will be a little tougher still, because now he has to score 120 points for the next bonus round and fifteen more for every bonus round after that (135, 150, 165 etc.). The bonus round, like the very first round, starts automatically.

Bonus points
4 When reaching his bonus target (105 points for the first round etc.), a big and ugly spider appears in the left-hand top corner of the screen, asleep while supposed to guard the magic, golden fruit! If Super Bee manages to reach the golden fruit without bumping into the spider, you earn 50 bonus points.

End of a game
5 Each game can end in three different ways:

- Super Bee crashes into one of the surrounding fences.
- Super Bee crashes into one of the barriers appearing after eating a fruit.
- Super Bee crashes into the sleeping spider when trying to reach the golden fruit.

In every case the great bad spider will appear, descend upon him and carry Super Bee off!

The next game
The next game will start almost immediately. When playing in competition with others, quickly hand over the hand control to an opponent.

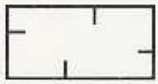
Competition play
6 Playing in competition with others, the computer automatically registers the highest score of the series. That score will remain there until another player has reached a higher score.

7 When you type in the name of the highest scoring player you avoid quarrels afterwards. That name (maximum six characters) will remain there until the high score has been surpassed.

10 different skill levels
The game can be played at 10 different levels of skill, depending on the starting maze.

1 Open garden without obstacles

2



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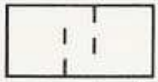

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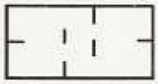

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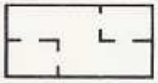

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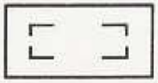

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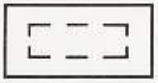

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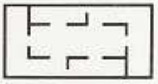

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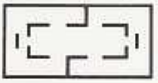

0 Playing in this mode you will go through all the above successive mazes, one for each new round.

Ask your dealer about the other Videopac and Videopac + games:

1. Race
   Spin-out
   Cryptogram
2. Pairs
   Space rendezvous
   Logic
3. American Football
4. Air-sea war
   Battle
5. Blackjack
6. Tenpin Bowling
   Basketball
7. Mathematician
   Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge
    Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball
    Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game
    Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer
    Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. Adversaries
48. Backgammon
49. Turtles
50. Super Bee
51. Terrahawks
52. Killer bees
53. Nightmare
54. Loony Balloon
55. Neutron Star

C7010. Chess

A. Newscaster

Printed in France
Copyright protection is claimed on the program stored within the cartridge
1983 Philips Export B.V

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